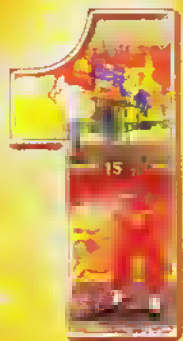




LIVE™

ONLINE ENABLED

DEAD OR ALIVE



ULTIMATE

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching videogames.

These seizures may have a variety of symptoms, including light headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Thank you for purchasing Dead or Alive ® Ultimate software created by Tecmo's Team NINJA for Microsoft's Xbox® Video Game System. In order to get the complete experience of the game, please read this game manual thoroughly before playing.

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Getting Started

Xbox Live™

Take DOA1U Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends list with other players, see when they're online, and receive invitations to play games. For games with multiplayer mode, invite your Friends to play, and talk to them in real-time as you play. For games with downloadable content, download new levels, missions, weapons, vehicles, and more to your Xbox® console.

Connecting

Before you can use Xbox Live™, you need to connect your Xbox® console to a high-speed or broadband Internet connection and sign up for the Xbox Live™ service. To determine if Xbox Live™ is available in your region and for information about connecting to Xbox Live™, see www.xbox.com/connect.

Home Theater Systems / Dolby Digital 5.1ch

Dead or Alive © Ultimate supports Dolby Digital 5.1ch home theater systems. Dolby Digital 5.1ch output requires a compatible Dolby Digital 5.1ch system, including an optical cable, and either an Xbox® Advanced AV Pack or the Xbox® High Definition AV Pack. (Dolby Digital 5.1ch equipment is sold separately.)

HDTV / Progressive Scan 480p

Dead or Alive © Ultimate supports advanced HDTV technology, and the progressive display format of 480p, which requires a compatible television and an Xbox® High Definition AV Pack. (HDTV equipment is sold separately.)

Prologue

A girl catches her breath and stares down at the gathering of warrior gods below.
What she feels is not light, but darkness. Her mind wanders with thought...

She's made it this far...

She's traveled this far...

on just a few clues...

to avenge her brother.

The chance for revenge is near.

The insatiable ambition of the human race has led to the abuse of scientific knowledge. Foolishly setting up the stage for the extreme battle on the land.
Now, a new Dead or Alive battle is about to begin.

A girl calmly closes her eyes.

She hears the vibration of the colliding power and the uncontrollable, violent melody.

She envisions numerous obstacles set ahead of her.

The shadow waves to the courageous men and the dignified women.

Kasumi, trusting herself...

Throws herself...

into the wind.

Disappearing.

the only thing left,

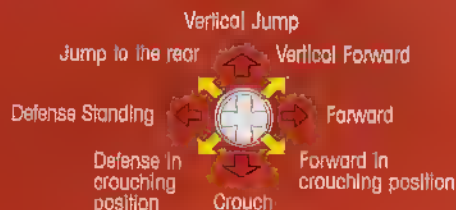
the whistling noise of the wind.

Basic Controls

Dead or Alive © 1 Ultimate is designed for use by one or two players. This section describes basic controller operations, based on the DEFAULT controller type and assume the character is facing right.



Directional Pad



- H button = X button, P button = Y button, K button = B button
- ⇨ arrows indicate that the user should press the button for short length of time.
- ⇨ arrows indicate that the user should press and hold the button.

Starting the Game

Game Mode Select

Press the START button at the Title Screen to enter the Game Mode selection screen. Use the directional pad to pick a Game Mode and press the START or A button to confirm the selection.

Character Select

Use the directional pad to select a character and press the START or A button to confirm. Each Dead or Alive © character has unique costumes. After a character selection has been confirmed, use the directional pad to select the character's costume and press the START or A button to confirm the costume selection.

Rules

1. Criteria for Victory in Battle

The regulations specified below are prerequisite conditions to advance to the next round in one battle. The player that wins the predetermined number of rounds wins the battle and advances to take on another challenge.

- **KNOCK OUT (KO)** When a fighter's health level reaches zero.
- **TIME UP** When the countdown timer reaches zero.
(The fighter whose health is greater wins the set.)

2. Criteria for Draws and Sudden Deaths

A **DRAW** occurs when both fighters have the same amount of health remaining at **TIME UP**, or in the event of a **DOUBLE KO**, in which both fighters achieve a **KO** at the same time. A **SUDDEN DEATH** set is created. If, at the same time, both fighters win the number of sets required for victory. The champion of the **SUDDEN DEATH** set is declared the winner of the battle.

3. Continue

Press the START or A button at the Game Over countdown screen to confirm another challenge. If the game is set to Default Settings, you can change characters before the next fight begins.



REGULAR BATTLE

TIME: This represents how much time is remaining in the round, when the countdown timer reaches zero the fighter with the most health remaining on his or her life gauge wins.

SET COUNT: This represents how many rounds you must fight to win. When you win a round, one dot will be highlighted. When you win the entire battle, all dots will be highlighted.

LIFE GAUGE

A player is defeated if his or her life gauge drops to zero.



TRAINING BATTLE

COM TYPE: Represents the current stance, or Move Type, of the COM opponent. (Example: Standing, Sitting, etc.)

DAMAGE GAUGE: Represents a real-time display of how much damage you inflict upon your COM opponent.

MAXIMUM DAMAGE: Represents the greatest amount damage you inflicted upon your COM opponent.

Basic Operations

This section explains common movements used by all characters. Refer to the Basic Controls on Page 4 for details on the directional pad and Individual buttons. Review the Individual character pages, beginning on Page 14, for moves unique to each character. The following movements assume the character is facing right.

Character Movements

Forward dash Backward dash
Run Guard

Down Attack

↓ or ↓

Follow-up Attack

When a character is knocked down, you can execute a follow-up attack. Use P or K button for the follow-up attack, depending on the character. In addition to Follow-up Attacks, some characters have a special attack, which they can use on a grounded opponent.

Down

When your character is down, use the directional pad to get up. If you want to get up quickly, continue pressing several times along with a directional pad key. Certain combinations of directional pad keys and will enable your character to attack as he/she stands back up.

When the character falls toward the background (Z-axis backward): . . . Press ↑ and press several times in succession.

When the character falls toward the foreground (Z-axis forward): . . . Press ↓ and press several times in succession.

To reduce the down time: . . . Press several times in succession.

To perform a low kick as the character gets up: Press ↓ and several times in succession as the character is getting up.

To perform a mid-kick as the character gets up: . . . Press several times in succession as the character is getting up.

Throws

Each character has his or her own special THROW, when a character is thrown by an opponent, press H and P to avoid falling.



Escaping Combination Throw

Some characters will string together moves and immediately follow-up with a THROW after executing a THROW or OFFENSIVE HOLD. Characters are able to evade a string of THROWS and/or HOLDS by pressing before the next attack is executed by an opponent. This technique can also be used when characters are about to be thrown into the DANGER ZONE. Press to defend against these moves and rebound.



Defensive Hold

button: Defensive hold toward high and mid attacks.
Low button: Defensive hold toward low attacks.

A character can reverse an opponent's attack with this move, giving the character back the offensive advantage.



Game Modes

There are seven different game modes. An additional controller is required for 2 player modes.

ARCADE MODE

Play against the computer to advance in the Dead or Alive® Tournament. Another player can join in the battle at any time by pressing START on controller two. Once the two player battle is over, the winner will remain to fight the next tournament opponent. (1 - 2 players)



DOA ONLINE MODE

Challenge other fighters from all over the world via Xbox Live™. See Page 10 for information on Dead or Alive® Online Mode. (1 player)

TIME ATTACK MODE

This mode is about non-stop action, your score is calculated by the time it takes you to clear the game. Time Attack Mode is only played using the default difficulty settings and number of rounds. (1 player)

WORLD RANKING

You can upload your score via Xbox Live™ and to the World Ranking. The World Ranking will feature player Clear Time for Normal Mode and Burst Mode. (See Page 10 for information on Dead or Alive® Online Mode.)

VERSUS MODE

This mode allows players to fight against each other. There is no limit to matches you can play. (2 players)

SURVIVAL MODE

Use one life to fight against an onslaught of computer controlled opponents until your health is completely depleted. Change the degree of difficulty and the number of rounds in the Options menu. After each battle some of your health will be restored. (1 player)

KUMITE MODE

Fight against 30, 50, or even 100 computer controlled opponents. The object of this mode is to earn big points, beating the opponents as fast as possible. (1 player)



TRAINING MODE

Be fearless to become flawless by training to develop your fighting skills against the computer controlled opponent, which will not attack back unless directed to do so. You can direct your computer opponent to execute a specific move and practice to guard against the attack in battle, or master throws and defensive holds. This mode has no time limits. To exit Training Mode press START and a menu window will pop-up where you can select from the following options:



- EXIT MODE Finish the Training Mode
- COM TYPE SELECT To change the computer's "Move Type" or Stance
- STAGE CHANGE To change the arena
- COMMAND LIST To display the current character's move list
- TO CHARACTER SELECT To go back to the Character Select Screen
- EXIT Exit the menu and return to the Training Mode

Option Settings

Select **OPTIONS** from the Game Mode select screen to adjust game settings.

A button / START button	Confirm / Go to the next screen
B button / BACK button	Go back to the former screen
Directional Pad (Up and Down)	Scroll through the list
Directional Pad (Right and Left)	Change the contents of the list

ATTENTION

- Colored item represents its default setting.
- Selecting "DEFAULT" in the menu screen returns all the settings to default. Select "EXIT" to exit the menu screen.

- GAME CONFIG:** sets the level of battle, time limit, etc.
 - LEVEL: Adjust the difficulty of computer opponents.
 - 1P LIFE GAUGE: Adjust the life gauge of Player Two.
 - 2P LIFE GAUGE: Player 2's life gauge adjustment.
 - SET TIME: Sets the time limit per battle.
 - MATCH POINT: Adjust the number of rounds in a battle.
 - QUICK SELECT: Adjust the time of Character Select screen.
 - SELECT AT CONTINUE: Adjust the ability to change characters at the Continue screen.
 - BOUNCING BREAST: Sets button functions. Use the UP/DOWN directional pad to cycle through the buttons.
 - KEY CONFIG: Sets button functions. Use the UP/DOWN directional pad to cycle through the buttons.
- AUDIO CONFIG:** sets sound.
 - BGM VOLUME: Sets the music volume of background music during battles.
 - VOICE HISTORY: Sets the voice of each character.
 - VOICE VOLUME: Sets the volume of character's voice.
 - SE VOLUME: Sets sound effect volume.
 - BGM TEST: Allows you to sample the music options available. Press A to hear the sample.
 - VOICE TEST: Allows you to sample voices. Press A to hear the sample.
 - SE TEST: Allows you to sample the sound effects. Press A to hear the sample.
- ???? ?????:** Surprise!?.
- RECORDS:** View statistics of each Game Mode.

Fighting 101



An in-depth understanding of the Hold system and Danger Zones along with a balanced fighting technique is essential to winning. Learn to fight by skillfully mastering three distinct categories of hand-to-hand combat: **PUNCH**, **THROW** and **HOLD**. Always keep in mind that punch is superior to throw, throw is superior to hold, and hold is superior to punch.

HOLD SYSTEM

There are two kinds of Holds: a Offensive Hold (OH) and a Defensive Hold (DH).

OFFENSIVE HOLD

This is best technique to use when you want to aggressively attack the opponent. The main command is **→** . Depending upon which skill you use, the command will differ. (For details see the character moves lists).



DEFENSIVE HOLD

Use this technique when the opponent aggressively attacks you. By pressing **←** you can hold your opponent's arm and leg and turn his attack against himself with a throw. All characters share the following commands. Defend against high/mid attacks with the **↑** and against low attacks with the crouching **↓** . Some characters have additional Defensive Holds moves.



HOLD SYSTEM

OFFENSIVE HOLD

When you want to attack the opponent — depending upon skills **→** (High)
→ (Low, etc.)

DEFENSIVE HOLD

When the opponent attacks you — Common for all characters **↑** (High)
↓ (Low)

DANGER ZONE SYSTEM

The **DANGER ZONE** is the surrounding rim of the fighting ring. When an opponent falls into the Danger Zone it will cause an explosion, inflicting massive damage. The opponent will be thrown off balance in the explosion, leaving them vulnerable to consecutive strikes (Mid-air combos work well to follow-up on opponents knocked into the Danger Zone.)



Succeeded to make Ukemi. Get up quickly and strike back!

If you're thrown into the **DANGER ZONE** you can regain balance by pressing the **↑** + **→** buttons before the explosion begins. This maneuver will put you into the "Ukemi" position and allow you to easily regain your footing; however, you will still incur damage from the explosion.



The opponent loses control! Execute mid-air combos!

BURST MODE

In this mode the entire ring becomes a **DANGER ZONE**. Activate **BURST MODE** after you select your character in the character select screen, start the game by pressing **RIGHT TRIGGER** and **LEFT TRIGGER** simultaneously. (**BURST MODE** is not available in Training Mode). The battle will automatically enter **BURST MODE** in Sudden Death rounds.

DOA ONLINE

To use the DOA Online game option you need to have an Xbox Live™ account (your account name is commonly referred to as your GAMERTAG) and sign-in to the Xbox Live™ service by connecting your Xbox® to a broadband Internet connection. The rest of this section assumes you have a proper working connection and valid Xbox Live™ account.

THE XBOX® COMMUNICATOR™ HEADSET

To take full advantage of the DOA Online experience and participate in the Virtual Arcade you will need the Xbox® Communicator™ headset, which is sold as part of Xbox Live™ packages, or sold separately. Always be respectful of others. Follow the Xbox Live™ Terms of Use and Codes of Conduct. Keep in mind that you agree to abide by them every time you sign-in to Xbox Live™.



LINKING YOUR DOA PROFILE TO YOUR GAMERTAG

If you're signing in for the first time, create a new DOA PROFILE and link it to your Xbox Live™ account. (You can link only one Xbox Live™ account per DOA PROFILE and it uses 14 blocks of Memory on the hard disk of your Xbox®.) If this is your first time using Xbox Live™ you will be prompted to set-up an account. Follow the proper steps to create an Xbox Live™ account and return to this screen.



Online Menu

This is the official login screen to sign-in to Xbox Live™ and the world of DOA Online. The DOA PROFILE you created will automatically be linked to the Xbox Live™ account you specified. Confirm your DOA Profile and Xbox Live™ account (GAMERTAG) to enter DOA Online, the world's first Virtual Arcade created for Dead or Alive, the world's first online 3D fighting game. Get ready to fight! If this is your first time using Xbox Live™ you will be prompted to set-up an account. Follow the steps to create an Xbox Live™ account and DOA PROFILE and return to this screen.

Quick Match

The Quick Match feature automatically selects a battle based on optimal conditions for you and the Xbox Live™ network. Select Quick Match if you can't wait to prove your skills to the rest of the world because you'll be fighting online against other DOA players in seconds.

Optimatch

Are you ready to get the most out of your DOA Online experience? Want to play against other fighters based who share the same skills? You can set the parameters and hand-pick the fights you want to increase your World Ranking in Optimatch.

Create Match

Want to organize your own DOA Tournaments? You set the parameters and invite friends and challenge other DOA fans in sessions you design, as a Host, by setting the rules and conditions as you wish. As the Host, you can change the rules in-between fights to keep everyone on top of their game.



MENU

- GAME MODE Selects a game mode
- ROUND TIME Sets the amount of time for a single round
- MATCH POINT Sets the number of rounds one must win to defeat opponent
- LIFE GAUGE Sets the amount of health
- MAX. GRADE Sets the maximum grade for participants
- MIN. GRADE Sets the minimum grade for participants
- MAX. PLAYERS Sets the maximum number of participants for a session
- FRIEND SUG Sets the number of slots to be kept for friends
- VOICE CHAT Sets Voice Chat On/Off
- LANGUAGE Sets the language for participants
- FLAG Sets the flag for session
- SESSION NAME Sets the name of session

FRIENDS

This section of DOA Online allows you to see if your friends are online. Send invitations to battle against friends currently online, or messages to friends who are offline. Next time your friends sign-in to the Xbox Live™ service they'll get your message and be ready to take on the challenge. Up to 100 friends can be registered to your DOA PROFILE.

PLAYERS

This is the list of players who have played against you in the sessions you have joined or hosted. The players section lets you evaluate other DOA online players and send friend requests.

Following icons are used for FRIENDS list and PLAYERS list.

Voice [On]

Voice through [TV]

Received an invitation from this friend

Sent a friend request to this player

Voice [Off]

Sent an invitation to this friend

Online player

Received a friend request from this player

WORLD RANKING

Only the best fighters get to rise above on the Dead or Alive® World Ranking charts, here is the place to see who is on top of their game and how you rank against other DOA online players across the globe. If you can hone your DOA skills you'll be representing as one of the best fighters on the planet!

ONLINE OPTION MENU

- VOICE MASKING Select a filter to mask your voice.
- VOICE OUTPUT Set-up voice output to generate from your TV or headset.
- APPEAR Designate your DOA PROFILE to appear ONLINE or OFFLINE.
 - You will be recognized as an OFFLINE player by your friends if you are set to OFFLINE.
 - This setting is not saved and must be updated each time you sign-in to DOA Online.

ONLINE GAME MODES

There are 6 different game modes available for online play.

WINNER-STAYS (2 - 8 PLAYERS)

Challenge DOA Online opponents to One-on-One fights. The winner stays to fight the next opponent.

TOURNAMENT (2 - 8 PLAYERS)

Create your own DOA Online Tournaments! Winners advance to the next round until one fighter is declared the Champion. Champions of tournaments are rewarded with points based on the number of participants fighting in the tournament.

TEAM BATTLE (2 - 8 PLAYERS)

Challenge DOA Online opponents in Tag-Team style battles. The winning player's Tag-Team fighters are the Champions.

SURVIVAL (2 - 8 PLAYERS)

Use one life to fight against an onslaught of online opponents until your health is completely depleted. After each battle that you win, some of your health will be restored.

LOSER-STAYS (2 - 8 PLAYERS)

Challenge DOA online opponents to one-on-one fights. The loser stays to fight the next opponent.

KUMITE (2 - 6 PLAYERS)

Kumite is a non-stop brawl in which, win or lose, the Champion continues to fight all challengers until he or she quits.

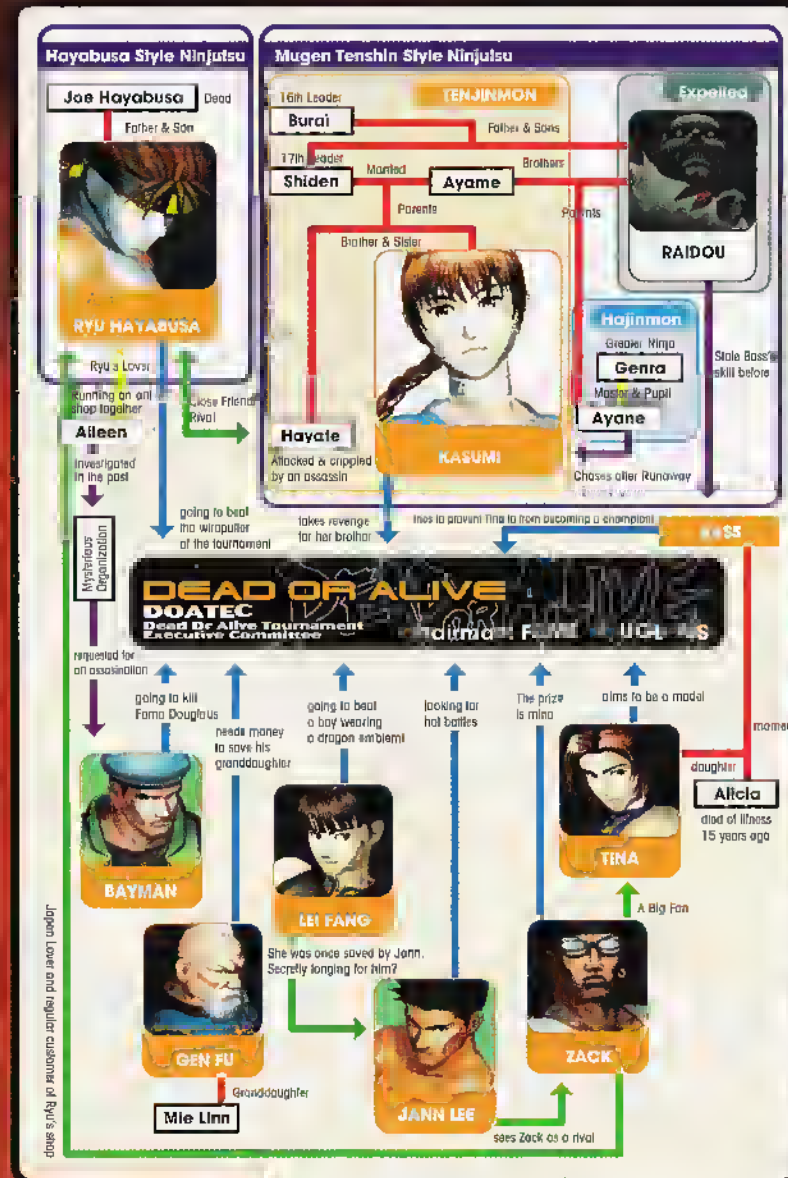
CHANGE NICKNAME TO GAMERTAG

You can toggle between viewing players Xbox Live™ accounts (GAMERTAGS) and DOA PROFILES by clicking the Right Thumbstick.

POINTS AND GRADE

Your points are cumulative and determine the Grade associated with your DOA PROFILE. You will receive points for every match you win in DOA Online. The number of points differs, depending upon the Level (or Grade) of your opponent and the Game Mode you are playing. Grade represents the level of strength and experience of a player, which will increase when a certain amount of points are earned.

Interrelationship of Characters



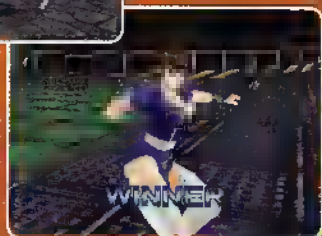
KASUMI

Nationality: Japanese
 DOB: Feb 23
 Height/weight: 5'5"/106 LB
 Measurements: 34-20-35
 Fighting Style: Mugen Tenshin Ninjitsu
 Favorite food: Strawberry Millefeuille
 Hobby: Fortune telling



Kasumi is torn between her responsibilities and the urge to know the truth. Kasumi's brother, Hayate, was rightful heir to the Mugen Tenshin style and ready to succeed as the 18th leader of the clan... until one fateful day when an assassin attacked and crippled him. Kasumi's father, Shiden, was left bitter and refuses to discuss the details surrounding the attack on Hayate. He ordered Kasumi to succeed her brother's position as the leader of the Mugen Tenshin style.

However, Kasumi secretly left her village, without a leaving a trace, in order to avenge her brother and seek out the truth.



Tenshu	213
Getsurin	333
Hitenjin	400
Ren-Shippu	60033
Ranchi-Shu	600013
Renko-Tenshu	6000003
Renko-Rishu	6000000
Senko-Tenshu	000003
Senko-Rishu	000000
Shiragiri	3100
Renten-Kyaku	333
Ranchi-Kyaku	333
Jinsai-Kyaku	33
Reppu-Kyaku	31000
Tsumuji	6003
Kage-Hayate	00000
Riei-Shusen-Kyaku	100
Getsuel-Kyaku	100 (Showing the back to opponent)
Maido-Mikoshi	000
Oboro	31000
Ura-Tsubame	00000 (Low throw)
Kodama-Ichi-Shiki	00 (Against a high/middle punch)
Tsuma-Barai	000 (Against a low punch)
Aya-Zakura	000
Ibora-Otoshi	000 (In Kagura)
Hien	000000 (In Hien)
Chijin-Zakura	000 (Low hold)
Ura-Hien	000000 (From the back of opponent)
Kawara-Kudaki	000 (To opponent on the ground)
Appeal: Sakura-Maki	0000000000000000

Hiryu	100
Futeujin	100
Sen-Renshu	000
Renju-Shu	0000
Ren-Getsusai	00000
Renko-Chishu	0000000
Renko-Kyoshu	0000000
Senko-Chishu	00000
Senko-Kyoshu	000000
Fuga	3100
Reujin-Kyaku	333
Muel-To	0000
Hieu-Shokyoaku	0000000
Raga	0000
Shippu-Kyaku	00000000
Sen-Kasumi	0000000
Mugen-To	3100
Niji-Goke	0000
Ragaku-Shu	00000
Kegan-Enbu	000
Tsubasa-Gail	000 (From the back of opponent)
Kodama-Ni-Shiki	00 (Against a high/middle kick)
Ryujin	000 (Against a low kick)
Kagero	000
Kasumi-Gaeshi	000
Hien-Sako-Otoshi	000
Yume-Sasai	0000 (From the back of opponent)
Tokazume	000 (To opponent on the ground)
Uragake	000

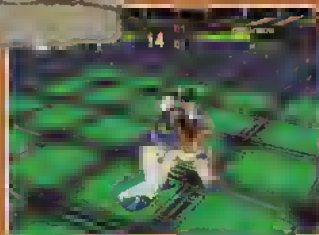
JANN LEE

Nationality: Chinese
 DOB: Nov 27
 Height/weight: 5'8"/165 LB
 Measurements: 38-31-36
 Fighting Style: Jeet Kune Do
 Occupation: Body Guard
 Favorite food: Hamburger, Grapefruits
 Hobby: Watching action movies



Jann Lee has never seen the faces of his parents; they died when he was very young and left him an orphan, alone to fend for himself. Soon after, he absorbed himself in the study of Jeet Kune Do. At first he fought to replace the feelings of loss from when his parents died, but eventually Jann fought purely for the sake of fighting.

One day, he heard the rumor of a tournament to honor the strongest fighter in the world. He wondered if he could find what he had been searching for in the tournament. He smiled just for a moment and clenched his fist tightly.



Upper Knuckle	↺↻
High Shin-Knee Kick	↻↻
Double Upper Kick	↺↻↻
Sway Jab	↻↻
Sonic Spin Kick	↻↻↻↻
Sonic Uppercut	↻↻↻↻
Dragon Rush	↻↻↻↻
Combo Knuckle Uppercut	↻↻↻↻
Body Uppercut	↻↻↻
Flash Spin Kick	↻↻↻↻
Shin-Knee Kick	↻↻↻
Thrust Middle Kick	↻↻↻↻
Middle Spin Kick	↻↻↻↻
Snap Spike Kick	↻↻↻↻
Dragon Blow	↻↻
Dragon Knuckle	↻↻↻
Dragon Spike	↻↻↻
High Spin Kick	↻↻↻
Blind Elbow (Showing the back to opponent)	↻↻↻
Side Buster	↻↻↻↻
Hell Crash (From the back of opponent)	↻↻↻↻
Counter Slomp (Against a high/middle kick)	↻
Kao Sao (Against a low kick)	↻↻
Front Face Lock	↻↻↻
Bulldogging Head Lock (In Head Lock)	↻↻↻
Rear Counter Knuckle (From the back of opponent)	↻↻↻
Low Sekkan Punch (Low hold, From the back of opponent) (To opponent on the ground)	↻↻↻
Enter the Dragon (To opponent on the ground)	↻↻↻↻↻↻
Appeal : Shout	↻↻↻↻↻↻
Back Hook	↻↻↻
Rear High Kick	↻↻↻
Sekkan Chop	↻↻↻
Job, High Kick	↻↻↻
Sonic Low Spin Kick	↻↻↻↻↻↻
Combo Low Spin Kick	↻↻↻↻↻↻
Dragon Cannon	↻↻↻↻↻↻
Combo High Kick	↻↻↻↻↻↻
Body Low Spin Kick	↻↻↻↻↻↻
Flash Low Spin Kick	↻↻↻↻↻↻
Double Hook Kick	↻↻↻↻
Thrust Spin Kick	↻↻↻↻
Snap Spin Kick	↻↻↻↻
Low Spin Kick	↻↻↻↻
Dragon Elbow	↻↻↻↻
Dragon Kick	↻↻↻
Flash Turn	↻↻↻↻
Blind Knuckle (Showing the back to opponent)	↻↻↻
Hell Drive	↻↻↻↻
Fireman's Carry	↻↻↻
Counter Rear Punch (Against a high/middle punch)	↻↻↻
Lop Sao (Against a low punch)	↻↻↻
Counter Knuckle	↻↻↻
Head Lock	↻↻↻
Low Front Face Lock (Low hold)	↻↻↻
Sekkan Punch (From the back of opponent)	↻↻↻↻
Triumph	↻↻↻↻
Low Snap Kick (To opponent on the ground)	↻↻↻

LEI FANG

Nationality: Chinese
DOB: April 23
Height/weight: 5'5"/110 LB
Measurements: 34-21-33
Lethal Fighting Style: T'ai Chi Quan
Occupation: Student
Favorite food: Almond Jelly
Hobby: Karaoke



Lei Fang is an impulsive, yet determined prodigy of T'ai Chi Quan. Don't let her sweet smile fool you ... she may look like an angel, but she's got a devilish determination to prove her strength. Her confidence was shaken just once. Several years ago Lei Fang was challenged by a gang of steel fighters, she was prepared to take them on single-handedly, but a boy wearing a dragon emblem suddenly jumped to her rescue.

If there's one thing she hates, it's someone assuming that she can't handle things on her own. The incident left her determined to find and defeat that boy ... and anyone standing in her way. You'd better keep your eyes on her at all times.



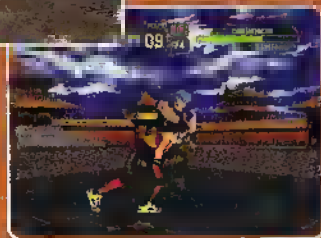
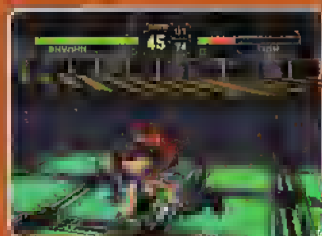
Zensho	↺↻	Shahji-Chugeki	↺↻
Niki Kyaku	↺↻↻	Tenshin-Hairen	↺↻
Soon	↺↻↻	Saku-Kanji	↺↻↻
Shichi-Sun-Ko	↺↻	Kinkai-Dokuritsu	↺↻↻
To-To-Ho	↺↻↻	Tessa	↺↻↻
Ren-Chugeki	↺↻↻	Hoko-Suisan, Zensho	↺↻↻
Joho-Shichi-Sei	↺↻↻	Senkyu-Ren-Tai	↺↻↻↻
Fujin-Kyaku	↺↻	Hoko-Kisan	↺↻↻↻
HanShin-Tanben	↺↻	Renkan-Kinkai-Dokuritsu	↺↻↻↻
Renkan-Zensho	↺↻↻↻	Renkan-Tessa	↺↻↻↻
Senkyu-Soon	↺↻↻↻	Tanben, Senkyu-Ren-Tai	↺↻↻↻
Renkan-Tai	↺↻	Renkan-Senkyu	↺↻↻
Todent-Ka	↺↻↻↻	Nabo-Bunso	↺↻↻↻↻
Rinei-Hisui	↺↻	Heishin-Sui	↺↻
Takuchu-Haisui	↺↻↻	Sairetsu	↺↻
(From the back of opponent)		(Against a high/middle punch)	
Hosel	↺↻	Risei	↺↻
(Against a high/middle kick)		(Against a low punch)	
Kasui	↺↻	Kaisel	↺↻
(Against a low kick)		(Against a middle kick)	
Sannet-Hisui	↺↻	Roshitsu-Yoha	↺↻
Choshu-Dakyo	↺↻	Taika-Chogyo	↺↻↻↻↻↻↻
(In Taika-Chogyo)		(In Choshu-Dakyo)	
Ren-Taika-Chogyo	↺↻↻↻↻↻↻	Kinkai-Dokuritsu	↺↻
(In Taika-Chogyo)		(Low hold)	
Hakkaku-Ryoshi	↺↻	Joho-Ka	↺↻
(From the back of opponent)		(From the back of opponent)	
Telshu-Josel	↺↻	Rokuso-Sulgeki	↺↻
(Low hold, From the back of opponent)		(To opponent on the ground)	
Shinkyaku	↺↻	Appeal: "Happy!"	↺↻↻↻↻↻↻
(To opponent on the ground)			

BAYMAN

Nationality: Russian
 DOB: Oct 10
 Height/weight: 6'6"/231 LB
 Measurements: 47-38-40
 Fighting Style: Russian Cammanda
 Occupation: Assassin
 Favorite food: Beef Stew
 Hobby: Collecting fire arms, Chess



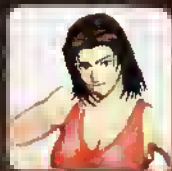
Working as a professional assassin, the mercenary Bayman uses his code name, well known in the darker side of the world. As a child Bayman witnessed the assassination of his parents, carried out under martial order. He was later trained by the Russian military in commando-style fighting, and served as a special agent for many years. He is posing as a participant of the Dead or Alive® World Combat Tournament and his true assignment is to find and exterminate Fame Douglas, the notorious leader of DOATEC (Dead or Alive Tournament Executive Committee.)



Palm Anov	↕↗
Trass Kick	↕ (While standing)
Javelin Kick	↕↗
Spinning Back Knuckle	↔↗
Smash	↖↗
Head Butt	↔↕↗
Reverse Double Hammer	↔↗↕↗
Sliding	↕↔↕↗
Crash Leg Spike	↔↕↗
Rush Leg Spike	↔↗↕↕↗
Storm Hook	↔↗↗
Storm Sobol	↔↗↗
Trap Reverse Hammer	↔↗↗
Front Suplex	↔↕↗
Quebradora Conglio	↖↗
Ghost Buster	↕↔↕↗ (Low throw)
Counter Stand Arm Lock	↗ (Against a high/middle punch)
Counter Arm Lock	↕↗ (Against a low punch)
Catching Cross Hold	↖↗ (Against a middle kick)
Choke Slam	↖↗
Sliding Arm Lock	↔↗↕
Dangerous Driver	↖↗ (In Sliding Neck Lock)
Achilles Hold	↖↗ (In Leg Trip)
Side Arm Lock	↖↗ (Low hold)
Short Cannon	↔↗ (From the back of opponent)
Swing Neck Hold	↖↗ (In Sleeper Hold)
Stamping	↕↗ (To opponent on the ground)
Smash Hook	↕↗
Drop Kick	↖↗
Rolling Sobol	↕↕↗
Knee Lift	↔↗
Heel Hammer	↔↗
Shoulder Tackle	↖↗
Leg Spike	↕↗
Stomach Break	↔↗↗
Rush Sobol	↔↗↗↗
Job, High Kick	↔↗
Storm Back Knuckle	↔↗↗↗
Trap Heel Hammer	↔↗↗
Giant Uppercut	↖↗
Neck Hanging Tree	↔↕↗↗
Victor Cross Hold	↖↗↕↗
Catching Arm Bar	↖↗↗ (From the back of opponent)
Counter Uppercut	↗ (Against a high/middle kick)
Counter Low Uppercut	↕↗ (Against a low kick)
Neck Hold Swing	↔↗
Shoulder Breaker	↖↗
Sliding Neck Lock	↖↗ (In Sliding Arm Lock)
Leg Trip	↖↗
Half Boston Crab	↖↗ (In Achilles Hold)
Arm Bar	↖↗ (In Side Arm Lock)
Sleeper Hold	↔↗↗ (From the back of opponent)
Knee Drop	↕↗ (To opponent on the ground)
Appeal : Posing	↔↗↗↗↗↗↗↗































TINA




























Nationality: American
 DOB: Dec 6
 Height/weight: 5'5"/130 LB
 Measurements: 35-22-35
 Fighting Style: Professional Wrestling
 Occupation: Wrestler
 Favorite food: Seafood
 Hobby: Video games, cycling



Tina entered pro wrestling in High School and has worked her way up to become one of the world's most lethal and feared competitors. Boss Armstrong is Tina's father, trainer, and chief support... whether Tina likes it or not! Tina almost "threw in the glove" last year until her father stepped in again and convinced her to take on the world. Boss thinks Tina is in the it for the glory of winning the DOA Tournament, but her real aim is to be discovered by Hollywood.



Knuckle Arrow 
 Back Chop Hammer 
 Low Spin Knuckle 
 Job, High Kick 
 Machine Gun Rush 
 Spin Knuckle Combo 
 Jumping Hip Attack 
 Kenko Kick 
 Shoulder Tackle 
 Rolling Sobat 
 Low-Sobat Combo 
 Turn Sobat 
 (Showing the back to opponent)
 Body Slam 
 Fisherman's Buster 
 Flying Major 
 J.O.S. 
 (In Surfboard Stretch)
 Japanese Ocean Bomb 
 (Low throw)
 German Suplex Whip 
 (From the back of opponent)
 Strike Elbow Pad 
 (Against a high/middle kick)
 Bear's Slop 
 (Against a low kick)
 Hammer Throw 
 Reverse Wing Lock 
 Tackle 
 Knee Bomber 
 (Low hold)
 Dragon Suplex 
 (In Full Nelson)
 Hip Drop 
 (To opponent on the ground)
 Macsault Press 
 (To opponent on the ground)
 Appeal : Buis Pose 



Elbow Smash 
 Double Hammer 
 Neck Qui Kick 
 Machine Gun Middle 
 Ultimate Combo 
 Double Uppercut 
 Vertical Hammer 
 Low Spin Kick 
 Short Range Lariat 
 Knee Hammer 
 Double Low Kick 
 Death Valley Bomb 
 Frankenstein 
 J.O. Cyclone 
 Surfboard Stretch 
 (In Flying Major)
 Boss Bomb 
 (Low throw)
 German Suplex 
 (From the back of opponent)
 Strike Elbow Smash 
 (Against a high/middle punch)
 Double Slop 
 (Against a low punch)
 Dragon Screw 
 (Against a middle kick)
 J.O.S. 
 (In Hammer Throw)
 Rodeo Hold 
 (In Reverse Wing Lock)
 Turn directional pad around
 Giant Swing 
 (In Tackle)
 Full Nelson 
 (From the back of opponent)
 Knee Smash 
 (Low hold, From the back of opponent)
 Elbow Drop 
 (To opponent on the ground)
 Rolling Forward 

RYU HAYABUSA

Nationality: Japanese
 DOB: June 15
 Height/Weight: 5'9"/154 LB
 Measurements: 41-32-36
 Fighting Style: Hayabusa Ninjutsu
 Occupation: Antique Shop Owner
 Favorite food: Sushi
 Hobby: Mountain climbing, fishing



Ryu bears the name "Hayabusa" an honor bestowed upon only the most distinguished of Ninjo's from the Hayabusa School. His life was a continuous fight until he met his love, Aileen, and found satisfaction and peace. But his thirst for challenge returned when he learned that his best friend's sister, Kasumi, had disappeared.

Shortly thereafter, a dark figure approached and handed Ryu a piece of paper stained red. Then, without a word, the figure slipped away. "Welcome to Dead Alive - from Fame Douglas" the letter read. Another seduction from the dark, the invitation in his hand beckoned like an old lover. Once again, Ryu slipped into the shadow of darkness.



Halatsu	⇨⇨
Amatsuki	⇨⇨
Hagen-Shu	⇨⇨
Soku-Zanto	⇨⇨⇨
Ryuso-Kyaku	⇨⇨⇨
Kusan-Zangeki	⇨⇨⇨⇨
Sho-Ren-Oan	⇨⇨⇨
Seiken, Jodan-Geri	⇨⇨
Kushin-Geki	⇨⇨⇨
Chisen-Kyaku	⇨⇨⇨
Jisuburi	⇨⇨⇨
Jinpu-Ren-Geki	⇨⇨⇨⇨⇨
Chishu-Kyaku	⇨⇨⇨
Sharyu-Kyaku	⇨⇨⇨
Rakku-Rakushin-Ga	⇨⇨⇨
Koten-Seiken-Zuki (During handstand)	⇨
Sanjin-Kyaku (During handstand)	⇨⇨
Kyokuko-Holan-Raku	⇨⇨⇨⇨⇨
Kubikiri-Nage	⇨⇨
Shora-Sho	⇨⇨⇨⇨⇨
Izuna-Olashi (In Kamaitachi)	⇨⇨⇨
Ura-Nage (From the back of opponent)	⇨⇨⇨
Ryusen-Sho (Against a high/middle punch)	⇨⇨⇨
Chiryu-Kobushi-Mai (Against a low punch)	⇨⇨⇨
Shugeki-Kakyo (Against a middle kick)	⇨⇨⇨
Koten-Sael-Shu (During handstand)	⇨⇨
Hayabusa-Geri	⇨⇨
Yoroi-Geri (From the back of opponent)	⇨⇨⇨
Railin (Low hold, From the back of opponent)	⇨⇨⇨
Toraga-Sodon (To opponent on the ground)	⇨⇨⇨
Koten (During handstand) Directional pad	⇨⇨⇨⇨⇨
Appeal : Rei	⇨⇨⇨⇨⇨⇨⇨

Raishin-Geki	⇨⇨⇨⇨
Nichirin-Kyaku	⇨⇨⇨
Gelsurin-Kyaku	⇨⇨⇨
Mizuochi-Geri (While standing)	⇨⇨⇨⇨
Rento-Geki	⇨⇨⇨
Mekki-Nagi-Geri	⇨⇨⇨⇨
Jinpu-Ren-Kyaku	⇨⇨⇨⇨⇨
Ura-Chiso-Kyaku	⇨⇨⇨⇨⇨
Haya-Nagi-Geri	⇨⇨⇨
Hajo-Hiza-Geri	⇨⇨⇨
Jinpu-Geki	⇨⇨⇨⇨⇨
Riel-Shusen-Kyaku	⇨⇨⇨
Karin-Kyaku	⇨⇨⇨
Jinpu-Kyaku	⇨⇨⇨⇨
Rakushin-Ga (Showing the back to opponent)	⇨⇨⇨
Koten-Sokute-Geri (In Koten)	⇨⇨⇨
Juji-Garami	⇨⇨⇨⇨
Rakurai-Sho	⇨⇨⇨⇨
Shiho-Nage	⇨⇨⇨⇨⇨
Kamaitachi (In Shora-Sho)	⇨⇨⇨⇨
Zanshu-San	⇨⇨⇨⇨
Rakuryu-Sho (From the back of opponent)	⇨⇨⇨⇨⇨
Ryusen-To (Against a high/middle kick)	⇨⇨⇨⇨
Chiryu-Ashina-Mai (Against a low kick)	⇨⇨⇨⇨
Soel-Shu	⇨⇨⇨
Geri-Ei	⇨⇨⇨⇨
Gen-Ei-Kai (Low hold)	⇨⇨⇨⇨
Ura-Ikazuchi-Nagi (From the back of opponent)	⇨⇨⇨⇨
Naraku-Zuki (To opponent on the ground)	⇨⇨⇨⇨
Tenchi-Gaeshi	⇨⇨⇨⇨⇨
Urakaze	⇨⇨⇨

ZACK

Nationality: America
 DOB: April 3
 Height/weight: 6'172 LB
 Measurements: 41-33-37
 Fighting Style: Muay Thai
 Occupation: DJ
 Favorite food: Ice cream
 Hobby: Pool bar



Reporter: We're here with MR. ZACK who is about to participate in the DOA championship. MR ZACK ...

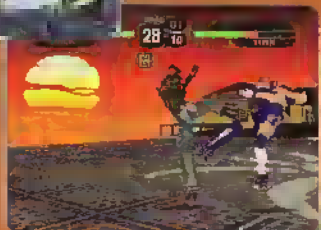
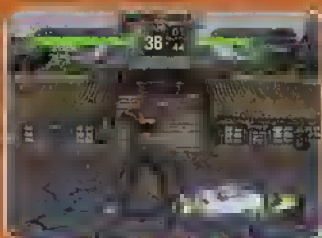
Zack: Where's the camera? Are you sure you've got my best side?

Reporter: MR. ZACK, uh, that's a little too close to the camera. Great. So I understand that you studied the oriental martial art Muay Thai.

Zack: Hey man, sorry. You know what I mean? Go! Go! Thanks for your support. It's gonna be a cool night. The prize is mine!

Reporter: Sir, I ...

Zack: Sorry, man. Be cool. This tournament rocks!



Hell Needle	↑↑	Down Elbow	←→
Rising Heel Kick	↑↑	Double Impact	↗↑↑
Double Elbow	↔↔	Inferno Rush	↔↔↔↔
Upper Elbow	↔↔	Half Spin Rolling Elbow	↔↔
Half Spin Heel Kick	↔↔	High-Middle Combo	↔↔
Galling Knee	↔↔	Low Kick, Straight	↔↔
Double Low Spin	↔↔↓↔	Sway Blow	↔↔
Jab, High Kick	↔↔	Vulcan Elbow	↔↔
Dancing Rush	↔↔↔↔	Low Spin Rush	↔↔↔↔↓↔
Vulcan Knee Kick	↔↔↔↔	Genocide Rush	↔↔↔↔
Devil's Rush	↔↔↔↔	Heaven Smash	↔↔↔↔
Spinning Heel Kick	↗↔	Spinning Middle Kick	↔↔
Twister Uppercut	↗↔↔↔↔	Rising Knee	↔↔
Flying Knee Kick	↔↔↔↔	Devil's Uppercut	↔↔
Turn Rolling Elbow (Showing the back to opponent)	↔↔	Turn Spinning Heel Kick (Showing the back to opponent)	↔↔
Wild Throw	↔↔	Knee Storm	↔↔↔↔
Beast Fang	↔↔↔↔	Neck Hunting (From the back of opponent)	↔↔
Elbow Counter (Against a high/middle punch)	↔	Knee Counter (Against a high/middle kick)	↔
Punch Through (Against a low punch)	↓↔	Kick Through (Against a low kick)	↓↔
Knee Strike	↔↔	Forward Trap	↔↔
Backward Trap	←↔	Lift Nape (Low hold)	↔↔
Hook Elbow (From the back of opponent)	↔↔	Head Crash (From the back of opponent)	↔↔
Burst Needle (Low hold, from the back of opponent) (To opponent on the ground)	↔↔	Fool Slump	↑↔
Wild Heel (To opponent on the ground)	↔↔	Fake Roll	↗↔
Appeal : Wave	↔↔↔↔↔↔↔↔		

GEN FU

Nationality: Chinese
 DOB: Jan 5
 Height/weight: 5'5"/172 LB
 Measurements: 37-40-38
 Fighting Style: Xinyi Lihue Quan
 Occupation: Used bookstore Owner
 Likes: Mabo Tofu
 Hobby: Chinese Painting



Gen Fu may appear to be just a feeble shop owner, but this master of Xinyi Lihue Quan is no one to patronize.

No one knows the reason why Gen Fu recently came out of retirement to enter the Dead or Alive Tournament, nor would anyone guess about the dream that haunts Gen Fu nightly... his granddaughter Mei Ling, lying in her bed in agony... the harsh reality forces him to fight again in order to save his granddaughter's life.



To-Sha	↑↓
Tanha, Kosanzan	↘↓↘
Banchu, Tanha	↘↓↘
Kaiha, Sasui, Saha	↘↓↘ · ↘↓↘
Tanpa	↘↓↘
Sen-Shippo	↘↓↘
Yasokuha	↘↓↘
Saha	↘↓↘
Taha	↘↓↘
Keitai, Han-Senpu	↘↓↘
Han-Senpu	↘↓↘
Tenshin-Koshu-Tai	↘↓↘
Sohi-Kyoku	↘↓↘
Jaji-Kao	↘↓↘
Kokai-San-Osa	↘↓↘
Kohaibi	↘↓↘ (Low throw)
Roshu	↘↓↘ (Against a high/middle kick)
Koka	↘↓↘ (Against a low kick)
Asshu	↘↓↘
Kenchilu	↘↓↘
Kohanshi	↘↓↘ (Low hold)
Rakushu-Gaki	↘↓↘ (To opponent on the ground)
Senpa	↘↓↘
Appeal - Banrakuchi	↘↓↘

Rensui-Tanpa	↘↓↘
Kahoto	↘↓↘
Kaiha, Yasoku	↘↓↘
Chanya	↘↓↘
Kosanzan	↘↓↘
Kobakuha	↘↓↘
Ugyu-Haiko	↘↓↘
Yoshi-Saiken	↘↓↘
Jashutsu-Do	↘↓↘
Shichisun, Ugyu	↘↓↘
Senpu-Zensho-Tai	↘↓↘
Sakutan-Kyaku	↘↓↘
Zensho-Tai	↘↓↘
Unpei-Nichigetsu-Ha	↘↓↘
Shin-i-Ha	↘↓↘
Saishu	↘↓↘ (Against a high/middle punch)
Koshu	↘↓↘ (Against a low punch)
Ryuchobo	↘↓↘ (Against a middle kick)
Shufai	↘↓↘
Kokei	↘↓↘ (In Kenchiku)
Kosanzan	↘↓↘ (From the back of opponent)
Chio-Sho	↘↓↘ (To opponent on the ground)
Sakuten	↘↓↘

TIPS

SECRET COSTUMES

Unlock exciting new costumes for Dead or Alive ® characters each time you complete the ARCADE MODE. After a character selection has been confirmed in the characters select menu, use the directional pad to select the character's costume and press the Start or A button to confirm the costume selection. Do you have what it takes to master each character in Dead or Alive ® and unlock all the available costumes?

RAIDOU

Raidou is the boss character in Dead or Alive ® and the last fighter you must defeat in the ARCADE MODE. You will be able to unlock Raidou, a playable character of great strength, and use him in the game once you fulfill secret conditions.

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DEAD OR ALIVE® ULTIMATE™

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90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("Tecmo") warrants to the original consumer that this Tecmo Game Disc shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Tecmo will repair or replace the disc, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective disc to the retailer.
2. Notify Tecmo of the problem requiring warranty service by calling (310)944-5005. Our office is in operation from 9:00 a.m. to 4:00 p.m. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective disc, and return your disc freight prepaid, at your risk of damage or loss, together with your sales slip or similar proof-of-purchase within this 90-day warranty period to:

Tecmo, Inc.
PMB#5553 21213-B Hawthorne Blvd.
Torrance, CA 90503

This warranty shall not apply if the disc has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship. Tecmo is not responsible for lost or misdirected packages.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the disc develops problems after this 90-day warranty period, you may contact the Tecmo Consumer Division of the phone number noted above. If the Tecmo Service technician is unable to solve the problem by phone, he may provide you with a return Authorization number. You may then record this number on the outside packaging of the defective disc and return the defective disc freight prepaid to Tecmo, enclosing a check or money order for \$10.00 payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above, repair the disc or replace it with a new or reissue disc. If replacement discs are not available, the defective disc will be returned and the \$10.00 payment refunded.

WARRANTY LIMITATION:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENTS SHALL TECMO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. The provision of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

TECHNICAL SUPPORT: (310)944-5005

Our office is in operation from 9:00 a.m. to 4:00 p.m. Pacific Time, Monday through Friday.

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New Game

TECMO GAME